CLAIM AMENDMENTS:

1. (Previously amended) A method of selecting a target object in virtual three-dimensional space, comprising:
identifying objects, including the target object, in the virtual three-dimensional space;
determining distances between the objects and a point in the virtual three-dimensional space;
prioritizing the objects based on the distances and identities of the objects; and
selecting the target object from among the objects based on priority.

2. (Previously amended) The method of claim 1, wherein the objects comprise one or more of a link object and a non-link object.

3. (Previously amended) The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.

4. (Original) The method of claim 1 wherein:
the objects include a link object; and
prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5. (Original) The method of claim 4, wherein the predetermined distance comprises 0x1000000.

6. (Original) The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.

7. (Original) The method of claim 1, further comprising:
receiving coordinates based on a user input; and
locating the objects in the virtual three-dimensional space based on the coordinates.

8. (Original) The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.

9. (Previously amended) An apparatus for selecting a target object in virtual three-dimensional space, comprising:
a memory that stores executable instructions; and
a processor that executes the instructions to:
identify objects, including the target object, in the virtual three-dimensional space;
determine distances between the objects and a point in the virtual three-dimensional space;
prioritize the objects based on the distances and identities of the objects; and
select the target object from among the objects based on priority.

10. (Previously amended) The apparatus of claim 10, wherein the objects comprise one or more of a link object and a non-link object.

11. (Previously amended) The apparatus of claim 9, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.

12. (Previously amended) The apparatus of claim 9, wherein:
the objects include a link object; and
prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

13. (Original) The apparatus of claim 12, wherein the predetermined distance comprises 0x1000000.

14. (Previously amended) The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and a non-link object.

15. (Original) The apparatus of claim 9, wherein the processor executes instructions to:
receive coordinates based on a user input; and
locate the objects in the virtual three-dimensional space based on the coordinates.

16. (Original) The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.

17. (Previously amended) An article comprising a computer-readable medium that stores executable instructions for selecting a target object in virtual three-dimensional space, the instructions causing a machine to:
identify objects, including the target object, in the virtual three-dimensional space;
determine distances between the objects and a point in the virtual three-dimensional space;
prioritize the objects based on the distances and identities of the objects; and
select the target object from among the objects based on priority.

18. (Previously amended) The article of claim 17, wherein the objects comprise one or more of a link object and a non-link object.

19. (Previously amended) The article of claim 18, wherein prioritizing comprises assigning a higher priority to the non-link object than to the link object if the distances meet a predetermined criterion.

20. (Original) The article of claim 17, wherein:
the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

21. (Original) The article of claim 20, wherein the predetermined distance comprises 0x1000000.

22. (Original) The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link object.

23. (Original) The article of claim 17, wherein the article further comprises instructions to:
receive coordinates based on a user input; and
locate the objects in the virtual three-dimensional space based on the coordinates.

24. (Original) The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.